11

automatically moving said modified image of the selected object across the display to a position that overlaps an icon on the screen which indicates the deletion of the selected object; and

executing the deletion command on the selected object.

16. A method as recited in claim 15 further comprising the step of animating said object as it moves along said path.

17. A method as recited in claim 15 further comprising the step of providing an audible user feedback as said object is modified in visual appearance.

18. A method as recited in claim 15 wherein said animation that appears as a crumpling of the image includes a method for drawing a ragged line segment on a computer screen comprising:

identifying a straight-line segment from a bit map area located in RAM to be converted into a ragged line segment;

recursively dividing said straight-line segment while adding a random factor to create a ragged line segment in a bit map area located in RAM; and

drawing said ragged line segment on a computer screen to provide a paper crumpling effect.

19. A computer readable medium storing a computer program for deleting an object having an image displayed on a display screen of a pointer based computer system having a graphical user interface and providing a user with visual feedback indicative of the deletion, the computer program comprising instructions for:

receiving a deletion command indicating a desired deletion of a selected object having an image displayed on the display screen of the computer system, the change in status command being initiated using the pointer, and the image of the selected object having an initial visual appearance indicative of the initial status;

modifying the visual appearance of the image of the selected object displayed on the display screen through graphical animation to provide the user with an animated indication of the deletion of the selected object, the modifying being done in response to the deletion command without requiring any additional inputs from the user, the graphical animation including an animation that appears as a crumpling of the image of the selected object;

automatically moving said modified image of the selected object across the display to a position that overlaps an icon on the screen which indicates the deletion of the selected object, said moving being done in response to the deletion command without requiring any additional inputs from the user; and

12

automatically executing the deletion command on the selected object without any additional input from the user.

20. A computer readable medium as recited in claim 19 wherein the icon which indicates the deletion of the object is a trash icon.

21. A computer readable medium storing a computer program for visually animating a deletion of a computer object represented by a corresponding object image displayed on a display screen of a display assembly in a computer system, the computer program comprising instructions for:

indicating that the computer object is selected for deletion by selecting the corresponding object image displayed on the display screen of the display assembly;

animating a crumpling of the selected corresponding object image that is displayed on the display screen wherein the animated crumpling includes the substeps of:

dividing said corresponding object image of the selected computer object into a plurality of portions; and

converging said portions towards a central area of said corresponding object image of the selected computer object;

replacing said portions with a sprite image representing said crumpled corresponding object image; and

automatically moving said sprite image representing said crumpled corresponding object image across said display screen to a position that overlaps an icon on the display screen which indicates the deletion of said computer object.

22. A computer readable medium as recited in claim 21 further comprising the computer program instruction for drawing a perimeter around said converging portions comprising a plurality of straight-line segments.

23. A computer readable as recited in claim 22 further comprising the computer program instruction for randomizing said straight-line segments to form a plurality of jagged line segments.

24. A computer readable as recited in claim 21 further comprising the computer program instruction for replacing said converged portions with a sprite image representing a crumpled object.

25. A computer readable as recited in claim 21 further comprising the computer program instruction for animating said sprite.

* * * * *